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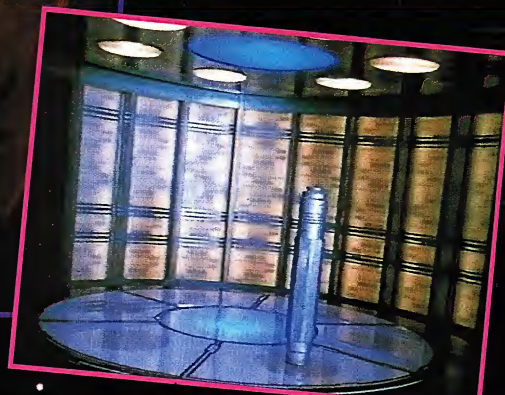


Tasha Yar: Security Chief
When protection is paramount

Death in Klingon Society
Warriors hope for a glorious end

Watch Out for the Mugato
A creature with poisonous fangs

Seska: Cardassian Spy
Betraying the U.S.S. VOYAGER



Detailed Plans of the Transporter Room
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Providing personal defense against new threats

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THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 15



THE
KLINGON
EMPIRE

DEATH IN KLINGON SOCIETY

A true Klingon warrior fears nothing, and this includes death. A warrior should die on the battlefield, not from old age, and even suicide is preferable to dishonor, capture, or ill-health.

Klingons are by nature a warrior race. They are an aggressive, proud, and tradition-bound people who value personal honor and courage in battle above all else; their aggressive militaristic culture has made them a force to be feared

and reckoned with throughout the Galaxy. This emphasis on a warrior ethic pervades all Klingon thoughts and attitudes, including their beliefs regarding old age, death, and the afterlife.

There are very few old Klingon warriors. Klingons believe that warriors should

die in battle, and most often they do. To a Klingon, the death of a warrior during battle is to be celebrated, not mourned. Surviving to reach old age has no benefits, and carries with it such a stigma that Klingon children consider it a disgrace if their parents die of old age. This desire to die in battle crosses sexual boundaries, for many women in Klingon society are also warriors.

Elderly are outcasts

Of the Klingons that do live to reach old age, many either move off their homeworld to one of the Empire's far-flung colonies or, as in the case of **Kahlest**, the 'ghojmok' or nursemaid to **Worf** on **Khitomer**, live in the section of the First City known as the Old City.



When Kurn's honor and station are stripped from him, he considers ritual suicide to be a preferable alternative to life as a homeless political outcast.



In an alternate future, Worf reaches old age living on the Klingon border. A true Klingon warrior hopes for a glorious death in battle.

DEATH ABOVE DISHONOR

An end in battle

A Klingon's great fear is that his enemies will grow old and die before he has the chance to kill them - or to die at their hands. As **Kang**, **Koloth**, and **Kor** reach old age, they still hold out the hope that they will be able to get their revenge on the **Albino**, a mercenary responsible for the deaths of their firstborn children. When they finally track him down, it soon becomes obvious that continuing their attack will be a suicide mission, but this does not deter them: at least they will die in battle. **Kang** and **Koloth** die gloriously, taking the **Albino** with them; **Kor** lives to fight another day.

Despite his advanced years, **Kang** is still a match for this **Markalian** in hand-to-hand combat. Klingon strength declines with age, but they are still formidable opponents.



Even in old age, **Kang**, **Koloth**, and **Kor** are determined to have their revenge on the man who killed their firstborn, especially as it may be their last chance to die in battle.



Here it is possible for an older Klingon to live out his or her days in relative obscurity, with others of advanced years who have put the blood of the battlefield behind them.

Some older Klingons survive because they have assumed positions of

leadership, such as **High Council Leader K'mpec** and **Chancellor Gorkon**, or hold positions in religious orders, such as **Koroth**, the **High Cleric of Boreth**. Many of these elderly Klingons display similar physical characteristics to older humans; their hair

Every good Klingon should be prepared to die rather than run, preferably taking as many as possible of the enemy with him. When the **Borg** head for **Earth**, **Worf** is more than prepared to ram the damaged **U.S.S. DEFIANT** into their ship until the **U.S.S. ENTERPRISE NCC-1701-E** arrives to save the day.



KLINGON FACTS

The commander of a Klingon ship is as likely to be killed by his own men as by his enemies; most promotions in the Klingon Defense Force are achieved by killing one's direct superior.

According to the brek'tal ritual, a Klingon widow may marry the man who honorably killed her husband. Grilka uses this as the excuse to marry Quark and thus prevent her devious brother-in-law from inheriting her husband's House.



The Guide to the STAR TREK Galaxy

FILE 11

CARD 15



DEATH IN KLINGON SOCIETY

grays and thins, their eyesight deteriorates, and their body shape changes as they gain weight due to a reduction in the amount of physical activity they are able to perform.

Sometimes, the desire not to leave business unfinished is enough to keep a Klingon alive into old age. Kor, Koloth, and Kang spend half their lives seeking to avenge the murders of their firstborn children by a criminal named the Albino. Their warriors' pride and need for

revenge keeps them alive and in fighting shape well into their later years.

The Klingons' superiority in both defensive and especially offensive technology is offset by large gaps in their medical technology. This is due in part to a cultural bias against injured and aged warriors, who it is felt should either be left to die honorably or carry out the Hegh'bat. The Hegh'bat ceremony, (literal translation: 'the time to die'), is a form of ritualized suicide.

Live for battle

Klingon tradition holds that when a warrior is unable to stand and face his enemies, he should end his life in this way. The ritual requires that the eldest son of the celebrant, or a close trusted friend, brings a ritual knife to the elderly or wounded warrior, who then stabs himself in the chest. The son or friend then removes the knife and wipes the celebrant's blood on his sleeve so as to honor the dead warrior.



Klingons who have died an honorable death in battle go to Sto-Vo-Kor, presided over by Kahless. Living Klingons howl over the bodies of the dead to warn those in Sto-Vo-Kor that the fallen warrior is about to arrive.

Those not worthy of Sto-Vo-Kor go to a place known as Gre'thor, presided over by the monstrous Fek'Ihr. This is the final resting place of all Klingons who have, for whatever reason, fallen from honor.



Denied suicide by their Romulan captors, the Klingons at the secret prison camp in the Carraya System prefer to keep their existence secret so as not to dishonor their families.

When High Council Leader K'mpec dies from poisoning at the hands of Duras, it is necessary to ascertain if he is actually dead before his successor can be appointed. This is done through the Sonchi (literal translation: 'he is dead') ritual, which involves jolting the deceased's body continuously with painstiks

and shouting insults and challenges to fight. This is based on the theory that only a dead Klingon would not rise to such a challenge.

Last goodbyes

When a Klingon dies an honorable death, his comrades perform a ritual to free the spirit of the fallen warrior. Other Klingons gather around the body, and the eyes of the fallen warrior are pried open. Then, all those assembled emit a loud and forceful howl. This is not a wail of despair, but one of exultation; Klingons believe this howl is a warning to all those in Sto-Vo-Kor that another Klingon warrior is about to join them.

In Sto-Vo-Kor, the afterlife to which the honored dead proceed, Kahless the Unforgettable awaits worthy fallen warriors. Conversely, those who have died without honor are banished to Gre'thor, guarded by the mythic Klingon figure Fek'Ihr, the Guardian of Gre'thor. Fek'Ihr is not the devil, as some have surmised; the Klingons have no devil in their mythology.

MERCIFUL RELEASE

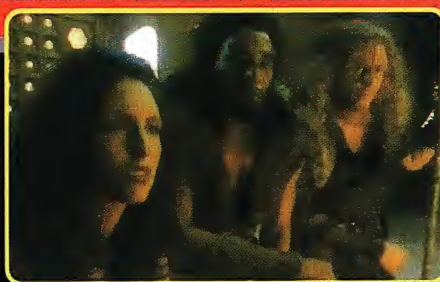
Death rituals

There are at least two forms of ritual death in Klingon society; the Hegh'bat, and the Maulk-to-Vor. The first of these is used by Klingons who are no longer able to fight, either because they have been maimed, grown ill, or because they are too old. Worf wishes to die by Hegh'bat after an accident aboard the U.S.S.

Enterprise NCC-1701-D leaves him paralyzed but, luckily, his body's natural healing abilities kick in to restore him to health.

The Maulk-to-Vor is used by Klingons who have been dishonored, and no longer feel that they deserve to live. Kurn requests the help of his brother Worf to end his life in this way after he is expelled from the Klingon High Council. When the medical staff of *Deep Space Nine* intervene and resuscitate Kurn, Worf cannot face

killing his brother a second time. Instead, Kurn's memories are wiped and he is given a new identity: that of Rodek, who has suffered amnesia. To all intents and purposes Kurn, Son of Mogh, is dead.



The alternate timeline Sons of Mogh ask Worf to kill them so that they will not merely cease to exist. This is the closest they can come to death in battle.



The Hegh'bat ritual suicide requires the assistance of a family member. Even small children are expected to carry out the deed.



Many races, notably humans, find it difficult to understand the Klingon desire to die rather than live with a disability that would nonetheless allow them to live a full and enjoyable life.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 32



OTHER GROUPS
AND RACES

TYREE'S PEOPLE

Tyree's people are a simple, peaceloving race whose planet and lifestyle mirrors the serenity of Earth's mythical Garden of Eden. But interference from the Klingons changes this blissful society forever.

Tyree's people inhabit a **Class-M** planet similar to Earth, but their technological development is a long way behind that of the **Federation**; it is more similar to that of the early Iron Age period of Earth. They still use bows and arrows for hunting, but Tyree's people never fight among themselves. They live peaceful, tranquil lives, much like those described in the old Earth myths of the Garden of Eden.

There are several different segments of this technologically unsophisticated society, two of which are the **Hill People** and the **Villagers**. For many generations, these two groups peacefully coexist and trade among themselves.

The Hill People live in the forests and caves of the hilly countryside; here, they fashion simple tents to provide protection from the elements. They sleep on the furs of large animals for warmth, and cook meals over open fires. **Tyree**, their leader, lives in a large cave; this appears to be the accommodation of the privileged.

The Villagers, as their name implies, live in simple stone villages. Their clothing, which comprises woven cloth rather than animal skins, is only slightly more sophisticated than that of their neighbors in the hills.

Other groups

Another segment of this primitive society is the **Kahn-ut-tu**. Members of this group have studied the roots and herbs of the planet and use them to heal illnesses. According to a **Federation** survey, the roots and soil cultures of this planet can be a medical treasure house. Men seek Kahn-ut-tu women as wives because through

▶ **Alliance of power**
Tyree, like many of his race, takes a Kahn-ut-tu healer as his wife. Nona's impressive use of herbs helps Tyree to consolidate his leadership.

them the men become great leaders.

An example of Kahn-ut-tu ability is demonstrated by the ritual used to cure a poisonous bite from the deadly **mugato**, during which a healer can make a **mahko root** vibrate in her hands. Cutting her palm, the Kahn-ut-tu healer places

▶ **New firepower**
The Klingons change the society of Tyree's world forever by introducing advanced weaponry to these peaceful people.



A SIMPLE WORLD

Peace destroyed

The Federation has developed the **Prime Directive** as a safeguard against cultural contamination of less advanced races, but the Klingons have no such rules and regulations. They see their interference in the society of Tyree's world as

a way of gaining power, and think there is nothing wrong in enticing the peaceful Villagers to violence.

Now the balance has been upset, it is unlikely that the planet will ever return to the blissful existence its people once enjoyed.



OTHER CARDS IN THIS FILE...

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SEE OTHER FILES...

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The Original Series..... File 68

Planet	Tyree's Homeworld
Class	M
Quadrant	Alpha
Population	Villagers and Hill People
Native name	Unknown
Life Forms	Humanoids; large, apelike creatures called mugatos.
Surface	Rocky hills overlooking flatter areas.
Atmosphere	Oxygen/nitrogen
Description	Standard gravity
Technology	At the level of Earth's early Iron Age period.
Society	Small groups, similar to tribes, divided by geographical area. Some groups also defined by special abilities such as healing.
Starship Log	STAR TREK: The Original Series 'A Private Little War'

▶ The people of Tyree's world live simple lives. They wear clothing made from animal skins, use herbs as medicine, and cook over open fires.

▼ Raiding parties

Armed with their simple flintlock rifles, the dark-haired Villagers now engage in violent raids on their former trading partners. The Klingons have taught them how to use violence to get what they want.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18 CARD 32

TYREE'S PEOPLE



OTHER GROUPS
AND RACES



the root over the victim's wound, allowing the victim's and the healer's blood to pass through the root together; this somehow reverses the effect of the poison. The Kahn-ut-tu believe their soul joins with that of the victim during this dramatic cure, and a Kahn-ut-tu woman who heals a man this way believes that he then becomes 'hers'.

Federation contact

In 2254, the Hill People are visited by a **Federation** survey team commanded by **Lieutenant James T. Kirk**. When Tyree meets Kirk, the two men strike up a close friendship and are ceremoniously made brothers. The Federation survey team are careful not to violate the **Prime Directive**; when Kirk departs, the Villagers are barely able to forge iron. For the following 13 years, Tyree's people and planet remain unmolested.

In early 2267, a stranger comes to the Villagers and offers to teach one of them how to make what he calls "firesticks": primitive flintlocks. The stranger promises that the firesticks will help the Villager to gain control of his world. The stranger is a **Klingon** named **Krell**; he hopes to influence local politics with his machinations and cultural contamination.

Krell teaches the Villagers how to forge deadly flintlocks and encourages them to kill the Hill People to get what they want

instead of trading for it. The Villagers like taking raiding parties against the Hill People; it is easier than trading, and the killing provides them with pleasure. They describe it as being like the hunt, but the rewards are richer.

This unexpected technological development disrupts the tranquility of Tyree's world. Many unarmed Hill People are killed during the raids. Tyree hopes that some day the Villagers will put aside their firesticks and return to their peaceful days of trading. But it doesn't seem that this will happen, and some among Tyree's people soon become disturbed by his apparent unwillingness to defend them.

Victims fall

James T. Kirk, now captain of the **U.S.S. Enterprise NCC-1701**, returns to the planet in late 2267 and discovers the unwanted Klingon presence. He meets his friend Tyree once more, and also Tyree's Kahn-ut-tu wife, **Nona**, a striking beauty with flowing black hair and a cunning mind. Nona wants Tyree to acquire firesticks of his own and kill the Villagers; she wants to take their houses and their goods, just as they've done to the Hill People. The peaceful Tyree resists this move until Nona is attacked and murdered by the Villagers.

Nona's horrible death forces Tyree to change his mind about flintlocks, and

▼ Redressing the balance

The disruption to the development of Tyree's people is irretrievable. Kirk's best interpretation of the **Prime Directive** is to give the Hill People similar guns so that they can defend themselves against their attackers.



he accepts Kirk's reluctant offer to supply the Hill People with similar weapons. Kirk offers the Hill People the primitive weapons in a hope that a return to a balance of power among the natives will bring about the end to their fighting. How the Hill People and Villagers have developed since the Klingon incursion on to their planet is unknown.



GALAXY FACTS

- ▶ The Villager to whom the Klingons first give weapons is called Apella.
- ▶ The Hill People are distinguished by their blond hair. The Villagers have darker hair coloring.
- ▶ None of the modern medicines available to Dr. McCoy can provide as good a cure for mugato poisoning as Nona's herbal remedies.

▼ Gunpowder plot

Captain Kirk shows the Hill People how to use their new weapons. To practice using the guns, he gets them to shoot at inanimate objects.

NATURAL DANGERS

Beware the mugato

The only enemy of Tyree's people is a natural predator: the mugato, a ferocious, large, apelike carnivore. Nearly as big as the people on which they prey, the white-furred mugatos seldom stay in one place for very long, and are apt to prowl during the day as much as during the darkness of night. The mugatos have been known to seek revenge for the killing of a mate. An attack by a mugato can be fatal: its fangs are poisonous, and only the Kahn-ut-tu can cure the stricken by using the small, dark and bulbous mahko root, which is found in the shrub-filled countryside.



▶ The mugatos are large creatures with long, white fur but little intellect. They have poisonous fangs, a face resembling that of a gorilla, and a large, pointed spike on the top of their heads.



◀ The simple, peaceful people of the hills and villages have little defense against this savage creature. But for all its strength, the mugato is vulnerable to more advanced weapons, such as phasers. A phaser blast ensures that the creature will not get close enough to use its fangs.

FILE 40 OTHER STARSHIPS

Neelix's Ship

Neelix comes aboard the *U.S.S. Voyager NCC-74656* because he thinks he can be of use to the crew, helping to navigate them through the **Delta Quadrant**. Along the way, his own ship sometimes comes in equally handy.

Neelix's ship is a small, functional vessel. Before he joins the crew of the *U.S.S. Voyager NCC-74656* in 2371, Neelix uses the vessel in his capacity as a **Talaxian** trader of junk and debris; it provides him with a safe haven during his travels in the **Delta Quadrant** and a means by which to transport his goods to potential customers.

This well-traveled vessel isn't much to look at. It lacks any distinctive markings, and is a uniform dark gray. Similar in length to a **Starfleet** shuttlecraft, it is distinguished by

compact green-colored aft thrusters which glow with a blue energy when in use. The vessel tapers off to the fore with viewport-like framing.

Refueling and docking

The area between the aft and front is filled with various-shaped 'ribs'; these define the middle section of the ship. A docking door is accessible via one of these from the starboard side; this portal has been used during refueling encounters such as a visit to the **Heva Seven Refueling Port**, and during docking on an **Akritirian** satellite prison.



▲ Console readouts cover the inside walls of Neelix's ship. The script is unfamiliar to the crew of the *U.S.S. VOYAGER*, but Neelix has no trouble in understanding the information presented on the numerous screens.

NEELIX'S SHIP

First recorded: 2371

Captain: Neelix

Type: Trader ship

Weaponry: Basic

Power source: Unknown

Length: Similar to that of a Starfleet shuttle

STARBOARD VIEW

This section of the ship is connected to other vessels and space stations during docking procedures.

Large thrusters are seen at the rear of the ship.

The nose section of the ship points slightly downward.

The cockpit section has a large window which looks out onto space.

DORSAL VIEW

Windows to the front and the side of the cockpit ensure a clear, all-round view.

The hull is constructed from a gray-green, unadorned metal.

The cockpit is contained in the head section of the ship.



Neelix's Ship

Needless to say, the vessel's size provides little interior space, but it still provides enough room for the ever-changing pile of junk which Neelix uses for his trading. Luckily, the Talaxian's small stature is appropriate to the tight lodgings.

The interior main cabin is well lit and has high wall-mounted visual displays. The distinctive lettering, familiar to Neelix, is set against a pale blue background. The walls are a tan color. On a lower level wall, there are additional display monitors, providing communications and propulsion displays. The communications console is activated by hand contact, similar to pressing an intercom button; the navigational array systems are also located in this area. The pilot can control all of these functions from a standing position. There is a rear compartment which, when not filled with an eclectic assortment of goods, can carry six passengers.

A good pilot

Neelix considers himself a modest pilot, but he possesses greater skill than he admits to, as can be seen when he successfully outruns two Akritirian patrol ships. His vessel carries only limited combat capabilities; its survival is dependent upon being highly maneuverable, and it is capable of shaking off the Akritirian craft.

Yet, it is Neelix's skill at communication and diplomacy which serve him best in situations when time is short and he is outgunned. For this purpose, the vessel has a visual communication console, and if necessary an audio-only console. The monitoring component of this visual display console is either portable or poorly mounted; Neelix has been known to throw things over it while trying to make more room in an already cramped cabin. This causes the display seen by the receiving party to appear tilted.

Although the vessel is cramped and lacks many amenities which are found on Starfleet ships, it has provided a safe harbor to Neelix. Since the vessel is used primarily as a scavenger during forays into the 'Waste Zone', the life support requirements are minimal. It carries no independent water source; this has caused the current occupant much discomfort, requiring him to have a good sand scrub every couple of weeks. The ship lacks even

The inside of Neelix's ship is decorated in simple, pale shades of brown and beige. There is little ornamentation on the utilitarian work surfaces, and few obvious comforts. The vessel is designed for work, not pleasure, and is a hardwearing rather than luxurious craft.



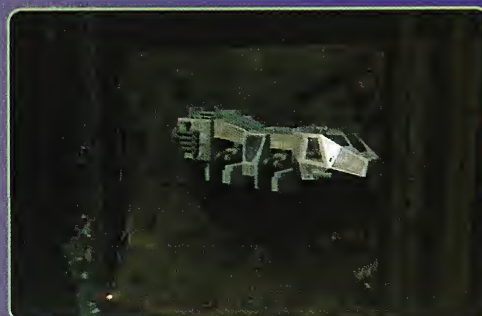
transporter technology, but Neelix has still managed to barter far and wide by acquiring unique goods. In his trades with the **Kazon-Ogla**, this was water – a commodity highly prized by both parties.

Neelix's primary means of support is through his trade among the various cultures found in the **Delta Quadrant**. Well known to the crew of *Voyager* for his cooking, Neelix may well have developed his skills on board his ship as he improvised with various foodstuffs he obtained by trading, sampling whatever was available to him.

Lacking basic amenities

Neelix's ship carries no replicating technology and has no room for substantial provisions. In other words, the vessel's small size encourages his need to trade, and by trading he can replenish his supplies, but this in turn causes him to trade some more as his supplies eventually run out. This creates a unique balance: the vessel must be small and fast enough to evade danger and travel far, but big enough to hold goods that are worth trading.

Captain Janeway and her crew discover Neelix's ship during their search for two missing crew members who have been abducted by the **Caretaker**. Since then, following Neelix's decision to join the crew of *Voyager* on their travels through the Delta Quadrant, the smaller vessel has been stored in the **Federation** starship's shuttlebay. Some time after being towed into the bay, Neelix's ship is called upon to provide unsuspecting cover during the rescue mission to save **Tom Paris** and **Harry Kim** from the Akritirians. Now safely returned to the shuttlebay, Neelix's ship is awaiting another mission of goodwill, or a search for an exotic item to add to the crew's dinner menu.



Neelix's ship approaches the Akritirian penal colony and docks with the much larger structure side-on. The crew of the smaller vessel can then leave the ship through a docking hatch on the port side.



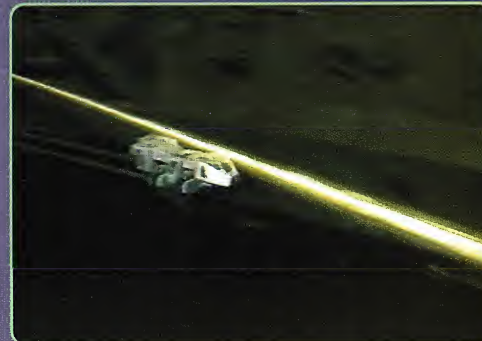
The Akritirian ships are much more powerful than Neelix's tiny vessel, and could more than match it in a straight fight. Neelix's only hope is to outmaneuver the enemy craft.



Here, Neelix's ship is viewed from the back. The aft area of the ship is mostly taken up with the large aft thrusters. When the vessel is in use, these glow with bright blue energy.



The ship's design is compact and relatively simple. It lacks the grace and sophistication of many Starfleet vessels, but it gets the job done. In this case, looks aren't everything.



The ship's weapons and defensive technology are not up to much, and there is little chance of surviving encounters with more powerful vessels. Neelix must be careful not to get hit.



FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

EXCELSIOR-CLASS STARSHIPS

SYSTEM:

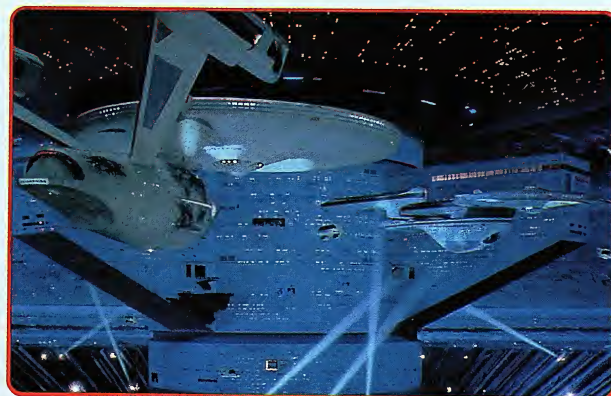
VESSELS

BRIEFING:

EXCELSIOR-CLASS FLEET LISTINGS

Late in the 23rd century, the **Excelsior**-class starship replaces the earlier **Constitution** class as the flagship of **Starfleet**. The first **Excelsior**-class vessel, the **U.S.S. Excelsior NX-2000**, is launched in 2284, equipped with an experimental

transwarp drive. When transwarp drive is proven to be unsuccessful, the ship is refitted with standard warp technology and relaunched as the **U.S.S. Excelsior NCC-2000**. **Excelsior**-class starships are still in use through the last quarter of the 24th century.



▲ The brand new **U.S.S. EXCELSIOR NX-2000** sits in **Earth Spacedock** in 2284. This class of starship will stay in service late into the next century.

U.S.S. BERLIN

In 2364, the **U.S.S. Berlin** is sent to investigate suspected **Romulan** activity near a **Federation** border post on the edge of the **Neutral Zone**. No direct contact is made at this time.

Ship's registry: **NCC-14232**

Named for: The major city, once the capital of the region, in the European country of Germany, Earth

Starship Log: 'Angel One' [TNG]

U.S.S. CAIRO

Commanded by the stern **Captain Edward Jellico**. In 2367, Jellico helps negotiate a treaty between the **Federation** and the **Cardassian Union**, thus making him something of an expert on Cardassians.

When, in 2369, it is feared that the Cardassians are developing metagenic weapons on **Celtris III**, the **U.S.S. Cairo** transports **Vice-Admiral Alynna Nechayev** to a meeting with **Captain Jean-Luc Picard** aboard the **U.S.S. Enterprise NCC-1701-D**.

Captain Jellico takes over command of the **Enterprise** while Picard and other **Enterprise** crew members are sent on a top-secret undercover mission to **Celtris III**.

Ship's registry: **NCC-42136**

Named for: The capital city of Egypt, Earth

Starship Log: 'Chain of Command', Part I [TNG]

▶ **Captain Jellico** of the **U.S.S. CAIRO** has had extensive experience with the **Cardassians**.

**U.S.S. CHARLESTON**

In the late 20th century, people suffering from medical conditions which could not be cured by contemporary technology could be cryogenically frozen shortly after death in the hopes that their illnesses could be cured in the future; their frozen bodies were launched into space aboard a **cryosatellite**. One such **cryosatellite** drifts for 300 years before being discovered 2365, near the **Kazis Binary** star system. Three survivors are revived – **Claire Raymond**, a housewife,

Sonny Clemonds, a professional musician, and **Ralph Offenhouse**, a financial wheeler-dealer. They are taken home to Earth by the **U.S.S. Charleston**.

Ship's registry: **NCC-42285**

Named for: City in North America, Earth

Starship Log: 'The Neutral Zone' [TNG]

▶ **Sonny Clemonds** and his fellow survivors head back to Earth aboard the **U.S.S. CHARLESTON**.

**U.S.S. CRAZY HORSE**

The **U.S.S. Crazy Horse** is one of a number of **Starfleet** ships chosen to form '**Task Force 3**' in 2369 in anticipation of the **Borg** threat. The task force is under the command of **Captain Jean-Luc Picard**.

Ship's registry: **NCC-50446**

Named for: 19th-century Native American Sioux indian chief.

Starship Log: 'Descent' Part I [TNG]



▶ **Vice-Admiral Nechayev** informs **Captain Picard** that the **U.S.S. CRAZY HORSE** will be part of **Task Force 3**.

U.S.S. CROCKETT

The **U.S.S. Crockett** conveys **Admiral Mitsuya** to **Deep Space Nine** in 2370 to discuss **Cardassian** foreign policy with the station commander, **Benjamin Sisko**.

Deep Space Nine's position in the **Bajoran System** near to **Cardassian** space, combined with **Sisko's** experience of the **Cardassians**, ensures that the station receives a regular stream

of visitors from more central **Federation** facilities. Conveniently, the docking procedures at the station can easily deal with large craft such as **Excelsior**-class starships.

Ship's registry: **NCC-38955**

Named for: 19th-century North American frontiersman, Davy Crockett.

Starship Log: 'Paradise' [DS9]



EXCELSIOR-CLASS STARSHIPS

U.S.S. ENTERPRISE

The *Excelsior*-class **U.S.S. Enterprise NCC-1701-B** is the third ship to bear the famous name, and the first *Enterprise* in 30 years to sail without **James T. Kirk** in command. At the time of its inaugural flight, the ship is commanded by the inexperienced **Captain John Harriman**; at the helm is **Demora Sulu**, daughter of the original *Enterprise*'s helmsman (now captain of the **U.S.S. Excelsior**) **Hikaru Sulu**.

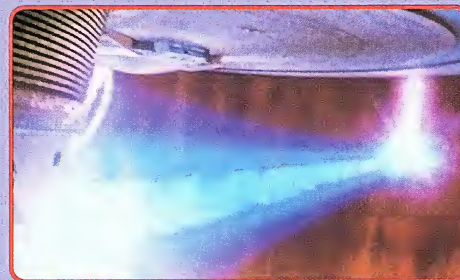
This new *Enterprise* is launched in 2293, before it is entirely prepared for flight. The ship's maiden voyage ends in tragedy when

the crew are called upon to rescue two **El-Aurian** vessels caught in a gravimetric distortion in the form of an energy ribbon that comes to be known as the **Nexus**. During the rescue mission, Captain Kirk, who is a guest of honor at the launch, is blown into space and is believed to be killed.

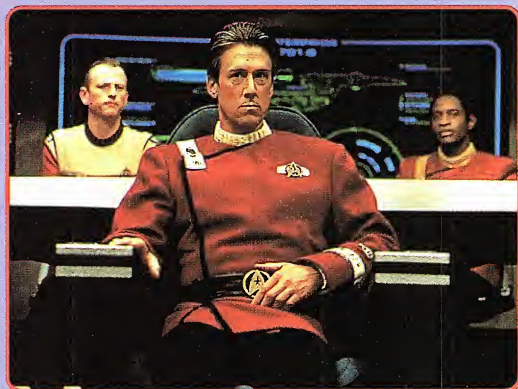
Ship's registry: NCC-1701-B

Named for: The legendary Federation starships the **U.S.S. Enterprise NCC-1701** and the **U.S.S. Enterprise NCC-1701-A**.

Starship Log: 'STAR TREK GENERATIONS'

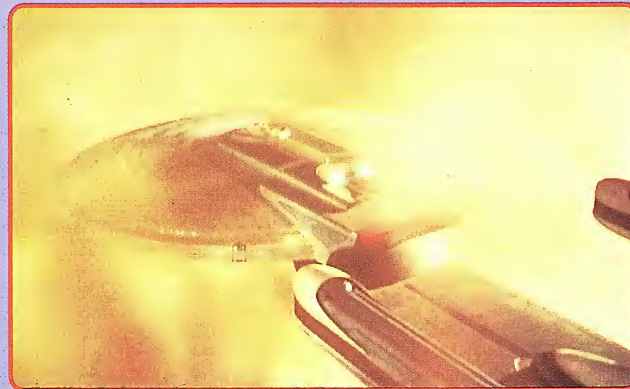


▲ A blast of energy from the Nexus hits the **U.S.S. ENTERPRISE**, rupturing the hull. The breach is sealed quickly, but not in time to save Captain Kirk.



▶ In the grand traditions of her namesakes, the **U.S.S. ENTERPRISE NCC-1701-B** does everything possible to rescue the endangered ships, even at the risk of her own safety.

◀ John Harriman is an inexperienced captain who is not expecting trouble on his ship's first flight. When a crisis arrives, he is lucky to have Captain Kirk aboard.



U.S.S. EXCELSIOR

The **U.S.S. Excelsior NX-2000** is launched in 2284, under the command of **Captain Styles**, to test an experimental transwarp drive. The ship is state-of-the-art, but not without imperfections: **Chief Engineer Scott** of the **U.S.S. Enterprise NCC-1701** easily sabotages the ship to prevent it from pursuing the *Enterprise* on an unauthorized mission.

The registry number of the ship is changed when its transwarp drive is replaced by a more conventional warp drive; it goes into regular service under **Captain Hikaru Sulu**. Captain Sulu takes command in 2290, and embarks on a three-year mission to study planetary atmospheric anomalies. Shortly after completing this mission, the *Excelsior* helps prevent the assassination of **Chancellor Azetbur** at the **Khitomer** peace conference.

Ship's registry: NX-2000 (transwarp) prototype); NCC-2000 (operational ship)

Named for: No particular tribute.

Starship Log: 'STAR TREK III: THE SEARCH FOR SPOCK'



▲ When the **U.S.S. EXCELSIOR** is launched, she is the most modern ship in Starfleet. She will enjoy a long service history and many adventures, most of them under the command of Captain Hikaru Sulu.

◀ The most important chapter in the **EXCELSIOR**'s history is the part she plays in preventing the disruption of the peace talks at **Khitomer** in 2393.

U.S.S. FEARLESS

Like many *Excelsior*-class starships, the **U.S.S. Fearless** has enjoyed many years of service; recent **Starfleet Academy** graduate **Cory Zweller** is assigned to the vessel in the 2320s, and it is still efficiently carrying out missions four decades later.

In 2364, along with the **Apollo**-class **U.S.S. Ajax NCC-11574**, the **U.S.S. Fearless** has its propulsion software upgraded by **Starfleet** specialist **Kosinski**; both ships register minor performance gains. Though the upgrade seems to be successful, it is later confirmed that the benefit derived

comes from Kosinski's 'assistant', an alien called the **Traveler** who can take advantage of the interchangeable nature of space, time, and thought. Kosinski plays far less part in the procedure than he takes credit for.

Ship's registry: NCC-14598

Named for: No particular tribute.

Starship Log: 'Tapestry', 'Where No One Has Gone Before' [TNG]

▶ At the time the **U.S.S. FEARLESS** undergoes its upgrade, the crew have no idea that **Kosinski** is using rather unorthodox methods.





FILE 31 OTHER FEDERATION STARSHIPS

TYPE:

EXCELSIOR-CLASS STARSHIPS

SYSTEM:

VESSELS

BRIEFING:

EXCELSIOR-CLASS FLEET LISTINGS

U.S.S. GORKON

The **U.S.S. Gorkon** is selected to be the flagship of **Admiral Alynna Nechayev** in 2369, during the **Borg** invasion. It is one of the first **Starfleet** vessels to be named for a non-human, taking its title from **Gorkon**, who was Chancellor of the **Klingon Empire** until his assassination in 2293.

Ship's registry: **NCC-40521**

Named for: Chancellor Gorkon, who was instrumental in beginning the peace process between the **Federation** and the **Klingon Empire**.

Starship Log: 'Descent' Part I [TNG]

◀ **Gorkon wanted to build alliances when most of his race still hoped for war. Naming a vessel of peace after him is a fitting tribute.**



U.S.S. GRISSOM

In 2366, the **U.S.S. Enterprise NCC-1701-D** asks the **U.S.S. Grissom** to stand by in case the ship needs assistance in averting the **tricyanate** contamination of the water on **Beta Agni II**. The **Grissom** is carrying out a routine patrol near the **Sigma Erandi System** at the time.

Ship's registry: **NCC-42857**

Named for: Early American space explorer, Virgil 'Gus' Grissom. There has also been a previous **Starfleet** vessel named the **U.S.S. Grissom**. This ship, registration number **NCC-638**, was destroyed in 2285 while investigating the newly terraformed **Genesis Planet**.

Starship Log: 'The Most Toys' [TNG]

U.S.S. HOOD

The **U.S.S. Hood** is under the command of **Captain Robert DeSoto**; **William Riker**, currently first officer aboard the **U.S.S. Enterprise NCC-1701-E**, serves aboard the ship in the early 2360s and travels aboard her to his new posting on the **U.S.S. Enterprise NCC-1701-D** in 2364.

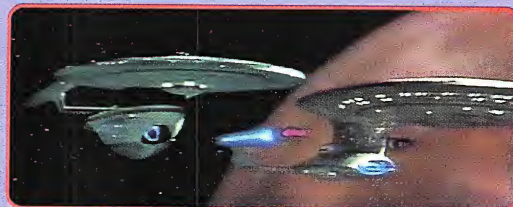
The **Hood** delivers alien specialist **Tam Elbrun** to the **U.S.S. Enterprise** in 2366, in preparation for the encounter with **Tin Man**. That same year, the ship is one of the

vessels sent to **Nelvana III** in response to what proves to be a false report of a **Romulan** buildup along the **Neutral Zone**.

Ship's registry: **NCC-42296**

Named for: British Admiral Sir Horace Hood, who fought in the Battle of Jutland in World War I. An earlier, **Constitution-class U.S.S. Hood NCC-1703** is destroyed in 2268.

Starship Log: 'Encounter at Farpoint', 'Allegiance', 'Tin Man', 'The Defector' [TNG]



▶ The **U.S.S. HOOD** flies beside the **U.S.S. ENTERPRISE NCC-1701-D**. In the 2360s, the **GALAXY** class is the most modern development of **Starfleet**, but the **EXCELSIOR** class is one of the most enduring.

U.S.S. INTREPID

When the **Romulans** mount a devastating attack on the **Klingon** base at **Khitomer** in 2346, the first **Federation** ship to respond to the distress call is the **U.S.S. Intrepid**. **Sergey Rozhenko**, a Chief Petty Officer aboard the ship, adopts a Klingon child named **Worf**, orphaned in the massacre; Worf will later become the first Klingon to serve in **Starfleet**.

Ship's registry: **NCC-38907**

Named for: **Constitution-class Starfleet** vessel the **U.S.S. Intrepid NCC-1631**, destroyed by a massive space amoeba in 2368.

Starship Log: 'Sins of the Father', 'Family' [TNG]



▶ **Sergey Rozhenko** is a Chief Petty Officer aboard the **U.S.S. INTREPID**. When his ship responds to a distress call from a Klingon outpost, he finds an orphaned Klingon child in the wreckage; he takes the child home and raises him as his son.

U.S.S. LAKOTA

While on Earth in 2372, amid concerns about a possible threat to Earth from the **Founders** of the **Dominion**, **Captain Benjamin Sisko** and **Security Chief Odo** of **Deep Space Nine** go aboard the **U.S.S. Lakota** to discuss the situation with **Commander Benteen** and **Admiral Leyton**. Sisko has temporarily been made head of **Starfleet Security** on Earth.

Ship's registry: **NCC-42768**

Named for: The northernmost tribe of the Native American Sioux people of Earth.

Starship Log: 'Homefront', 'Paradise Lost' [DS9]



▶ Since the **Federation** first learned of the **Dominion**, defending against this deadly alliance has become a major concern. Ships such as the **U.S.S. LAKOTA**, which is used in 2372 to defend Earth, find that their peaceful missions are becoming more aggressive.





EXCELSIOR-CLASS STARSHIPS

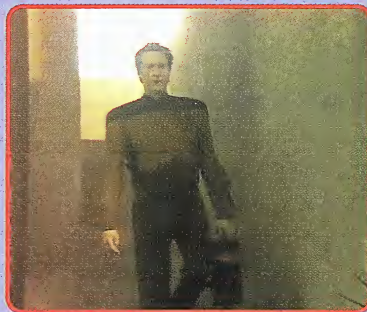
U.S.S. LEXINGTON

In 2370, the **U.S.S. Lexington** is involved in a humanitarian mission to deliver much-needed medical supplies to the **Taranko** colony. During the course of its mission, the ship is required to rendezvous with the **U.S.S. Enterprise NCC-1701-D**, which has been diverted from its primary mission to retrieve a crashed **Federation** probe from the surface of **Barkon IV** in order to ferry the medical supplies.

Ship's registry: NCC-14427

Named for: Constitution-class starship, the **U.S.S. Lexington NCC-1709**, in service during the late 23rd century.

Starship Log: 'Thine Own Self' [TNG]



The U.S.S. ENTERPRISE NCC-1701-D's diversion to rendezvous with the U.S.S. LEXINGTON leaves Data alone on Barkon VI.

U.S.S. LIVINGSTON

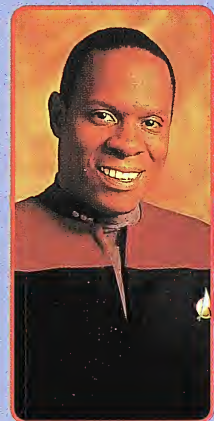
Benjamin Sisko and **Curzon Dax** once served together aboard this ship. The period helped to cement a friendship which lasted for many years.

Ship's registry: NCC-34099

Named for: Signatory of the American Declaration of Independence.

Starship Log: 'Invasive Procedures' [DS9]

Like most Starfleet officers, Ben Sisko has served on a number of ships throughout his career.



U.S.S. MALINCHE

Following **Captain Sisko's** failed attempt to locate the **Maquis** sympathizer **Michael Eddington** after an eight-month search during 2373, **Captain Sanders** of the **U.S.S. Malinche** is assigned the task. Unfortunately, the **Malinche** is attacked and critically damaged when attempting to aid a

Cardassian freighter; the ship's distress proves to be the bait for a **Maquis** trap.

Ship's registry: Unrecorded

Named for: Mexican Indian princess, 'given' to **Hernando Cortez**; she then helped him to conquer the country.

Starship Log: 'For The Uniform' [DS9]

The durable ships of the EXCELSIOR class have given Starfleet years of service. But despite this, they still have their weakness: the Maquis are able to disable the more powerful U.S.S. MALINCHE.



U.S.S. MELBOURNE

In 2364 the **U.S.S. Melbourne** is stationed at **Starbase 74** when the **U.S.S. Enterprise NCC-1701-D** is hijacked by the **Bynars**. The crew of the **Melbourne** are unable to help as their ship is undergoing repairs.

Commander William T. Riker is offered command of the **Melbourne** in 2366, but declines as he prefers to stay on the **Enterprise**. It proves to be a wise decision: later that year the **Melbourne** is destroyed in the battle with the **Borg** at **Wolf 359**.

Ship's registry: NCC-62043

Named for: Major city in the country of Australia on Earth.

Starship Log: '11001001', 'The Best of Both Worlds' Part II [TNG]; 'Emissary' [DS9]

The unfortunate U.S.S. MELBOURNE NCC-62043 is one of the many ships that meets its end at the Battle of Wolf 359. In all, Starfleet loses 39 vessels and more than 11,000 lives to the Borg.



U.S.S. POTEMKIN

One of the busiest years in the history of the **U.S.S. Potemkin** is 2361. During this year, the ship travels to **Nervala IV** to assist in the evacuation of a science station threatened by harsh environmental conditions. During the mission, young **Lt. William T. Riker** is split into two identical versions of himself by a transporter accident, although this is not learned until several years later, as one of the duplicates is left stranded on the planet surface.

During the same year, the leaders of the **Turkana IV** colony threaten to kill anyone who beams down to their planet from the **Potemkin**.

Ship's registry: NCC-18253

Named for: Grigory Aleksandrovich Potemkin, an 18th-century Russian military figure under Catherine II.

Starship Log: 'Peak Performance', 'Legacy', 'Ethics', 'Second Chances' [TNG]

The duplicate Will Riker is stranded on Nervala IV when the U.S.S. POTEMKIN leaves.



U.S.S. REPULSE

Starship under the command of **Captain Taggart**. **Dr. Katherine Pulaski** serves aboard the **U.S.S. Repulse** before her transfer to the **U.S.S. Enterprise NCC-1701-D** in 2365.

She travels to her new posting aboard the **U.S.S. Repulse**, completing the journey by shuttlecraft due to her dislike of transporters.

Ship's registry: NCC-2544

Named for: British World War II battle cruiser which fought in the Battle of Midway.

Starship Log: 'The Child', 'Unnatural Selection' [TNG]

Dr. Pulaski leaves the U.S.S. REPULSE to fill in on the U.S.S. ENTERPRISE during Dr. Beverly Crusher's year at Starfleet Medical.



FILE 43 STARFLEET PERSONNEL

Seska: Cardassian Spy

When **Seska**, a young **Cardassian** spy, infiltrates the **Maquis**, she has no way of knowing that she will one day end up on a state-of-the-art **Federation** ship, stranded on the other side of the **Galaxy** and light years from her own people in the **Cardassian Union**.

In 2369, a young **Bajoran** woman known as **Seska** joins the **Maquis**. She is one of the first, though by no means the last, to do so, but her reasons are far less idealistic than those of her fellow **Maquis** members: **Seska** is in reality a **Cardassian** spy, surgically modified to appear **Bajoran** so that she can infiltrate enemies of the **Cardassians** and report back on their activities. Her fellow **Maquis** have no idea of her duplicitous nature; they consider her to be a friend who shares their views about **Cardassian** injustice. She even enjoys a romantic relationship with **Chakotay**, the leader of the **Maquis** group she joins.

On **Stardate 48315.6**, the crew of **Chakotay's**

Maquis ship find themselves stranded in the **Delta Quadrant**, with little other choice than to join forces with the crew of the **Federation** starship the **U.S.S. Voyager NCC-74656**. Separated from the people with whom her true allegiances lie, **Seska's** best option is to continue with her ruse and to take her place on the new ship, keeping her true **Cardassian** identity under wraps. She is given the rank of ensign, and soon becomes a popular member of the combined crew.

Dual nature

As a **Bajoran** or a **Cardassian**, **Seska** is a tall, handsome woman with long, red-bronze hair. While on duty as part of the crew of **Voyager** she wears her

PROFILE ON A CARDASSIAN SPY

NAME: Seska

LIFE FORM: **Cardassian** female, altered to resemble a **Bajoran**.

REAL IDENTITY: Nothing is known of **Seska's** true identity.

DISTINGUISHING FEATURES: **Seska** has a small mole on her stomach.

STATUS: **Cardassian** spy, sent to infiltrate the **Maquis**; later, crew member aboard the **U.S.S. Voyager NCC-74656**, then ally of the **Hazon**. Now deceased.

FIRST SEEN: 'Parallax' [VOY]



▲ When **Seska** infiltrates the **Maquis**, she is altered to resemble a **Bajoran**, but once her secret is out she begins to reinstate her true features.

UNEXPECTED TURN OF EVENTS

★ **A long way from home**
Unfortunately, **Seska's** infiltration takes her further than she bargained for. When she and her **Maquis** 'colleagues' are transported to the **Delta Quadrant** by the **Caretaker**, she finds herself cut off from her own people: the **Cardassians** for whom she is spying.



★ **New start**
At first, **Seska** decides to keep her true identity secret and joins the **U.S.S. VOYAGER**.

★ **Cover up**
Routine medical checks would reveal the truth; for months, **Seska** avoids them.



hair pinned up, but when not in **Federation** uniform she usually wears it loose.

On **Voyager**, **Seska** usually works in **Engineering**, but can sometimes be found at the science station on the bridge. She is also a highly skilled transporter operator.

As time goes by, **Seska** emerges from the background of life aboard **Voyager** and becomes more impatient with **Starfleet** procedures and ethics. One might say she begins to show her true **Cardassian** self.

During her early days on the ship, before the **Maquis** and the **Starfleet** crews have bonded into a unit, **Seska** helps to spread rumors about what **Captain Kathryn Janeway** will do to the **Maquis** after

B'Elanna Torres attacks a **Starfleet** crew member in **Engineering**. She offers to support a **Maquis** mutiny if **Chakotay** will lead it. Though these attitudes are consistent with her **Maquis** persona, they are also an indication of her true feelings: she feels **Captain Janeway's** regard for **Starfleet** dogma is responsible for stranding them in the **Delta Quadrant**. Right from the start **Seska** shows signs of being one of the more disruptive of the **Maquis** members.

By **Stardate 48642.5**, **Seska** and the other **Maquis** seem to be getting along better with **Voyager's** original **Starfleet** crew. In addition, **Seska's** friendship with **B'Elanna Torres** has survived their entry into the **Delta Quadrant**.

OTHER CARDS IN THIS FILE...

52 **CHAKOTAY**
APPENDIX CARD 6A
SESKA AND THE KAZON
SEE OTHER FILES...

CHARTING THE GALAXY.....File 3
THE CARDASSIAN UNION.....File 13
OTHER GROUPS
AND RACES.....File 18
U.S.S. VOYAGER.....File 29
STAR TREK: VOYAGER.....File 71

Seska: Cardassian Spy



At this time, Seska says that her brother will have his 21st birthday in four days, and that she had promised to stay alive long enough to help him celebrate on **Nivoch**. It is unknown whether this brother really exists, or if he is just an invention for her Bajoran persona.

As time goes by, Seska becomes yet more disillusioned with the Starfleet crew, and loses faith in their ability to get their ship home. A major turning point in her attitude to her exile in the Delta Quadrant comes when the crew find themselves on the receiving end of the **Sikarians'** version of the **Prime Directive**, and are refused the advanced Sikarian spatial tractor technology that could send *Voyager* more than halfway home in a single leap.

Captain Janeway accepts their decision, but Seska does not; she thinks it is worth breaking the rules to get home.

Other methods

On **Stardate 48658.2**, Seska is found in caves on a **Class-M** planet where she claims she went to collect mushrooms. It is soon discovered that she was in fact meeting with members of the **Kazon-Nistrim**. This is just the first clue which leads to the discovery that Seska is a Cardassian spy.

Later, Seska beams over to a damaged Kazon ship. She claims that she is attempting to prove her loyalty by bringing back to the *Voyager* a control console that is suspected to be of Federation origin. She is, in reality, attempting to destroy evidence that could be used against her.

Kes, while attempting to save the life of a Kazon taken off the damaged ship, discovers that, unlike everyone else in the crew, Seska has no blood sample on file. This leads to the discovery that

★ Short fuse

At times, Seska's true nature shows through. She is impatient and quick tempered, and finds Starfleet protocol stifling.

Seska has none of the normal Bajoran genetic blood markers; hers are Cardassian.

When she is accused of being a genetically altered Cardassian, Seska claims that as a child she had **Orkett's Disease**, which might have been fatal had a Cardassian not donated healthy bone marrow. The **Doctor** assures everyone that neither Orkett's Disease nor a Cardassian bone marrow transplant would account for the anomalies in Seska's blood.

It is soon discovered that Seska used a systems analysis of the *Voyager's* dorsal emitters to conceal her communication with **First Maje Culluh** of the Kazon-Nistrim concerning the Federation technology. With her back to the wall, Seska makes an impassioned speech condemning Federation rules, nobility, and compassion, because of which Captain Janeway has marooned the entire crew of *Voyager* far from home in the Delta Quadrant. She claims that she gave Federation **replicator**

★ Engineer

Seska has little choice but to make the most of her situation. She fits in well in Engineering, and soon becomes a valuable member of the crew.

★ Convincing disguise

Seska's fake Bajoran identity is so accurate and convincing that it even fools the other Bajorans in her Maquis cell and aboard the U.S.S. VOYAGER.



technology to the Kazon because *Voyager* needs powerful friends if the crew are to survive so far from home.

This speech, and Seska's disgust with Captain Janeway, is probably the first time she has been entirely honest with her crewmates; by this point, she has nothing to gain by hiding her real feelings and motives. She says she doesn't know why she ever loved Chakotay, and that he and the Maquis had no secrets worth spying for, but this, unlike the rest of her speech, may well have been said in order to hurt



★ Cover of lies

When Seska's plans start to go wrong, she tries to cover up her misdeeds by layering new lies upon previous ones.



her former lover.

She escapes from *Voyager* by using a prearranged computer command – **'XJL'** – to beam to a nearby Kazon ship. She is no longer a crew member of *Voyager*, but her former colleagues have by no means seen the back of this cunning and dangerous woman. She is soon back with a vengeance.

"To survive, we must have powerful friends. The Kazon-Nistrim were willing to be our protectors in return for some minor technology."

— Seska

THE LEGEND OF SESKA

Holodeck adventures

As a member of the Maquis, Seska is included in a holodeck training scenario written by Tuvok called **'Insurrection Alpha'**, in which the Maquis attempt to take control of the **U.S.S. Voyager**.

What Tuvok doesn't know is that about a month before Seska beams over to the Kazon, she rewrites the program so that the next time the narrative parameters file is opened, an autonomous representation of herself will appear on the holodeck and system failures will cascade throughout the ship; holodeck systems are scrambled and the safety protocols are disengaged.

Seska's program even modifies itself to adapt as anyone attempts to change the scenario. But eventually, despite this, Captain Janeway and B'Elanna Torres are able to prevent the holo-Seska from causing any permanent damage.



★ Real danger

Seska's holoprogram has disabled the safety protocols. If she shoots Chakotay with her holoweapon, he really will die.

Tasha Yar: Security Officer

During her short career on the *U.S.S. Enterprise NCC-1701-D*, Chief of Security **Natasha Yar** proves to be an exemplary member of Captain Picard's crew. This brave woman is willing to die to ensure the safety of others.

Tasha Yar's difficult childhood on the failed **Federation** colony world of **Turkana IV** leads her to develop a passion for justice and for protecting others; her strong character leads her to an exemplary career with **Starfleet** as a security and weapons officer.

Yar spends the latter part of her career on the Federation's flagship vessel, the **U.S.S. Enterprise NCC-1701-D**, under the command of **Captain Jean-Luc Picard**. Picard handpicks Yar to serve under him after witnessing her performance in the field: Yar once made her way across a **Carnelian** mine field to reach a wounded colonist. Impressed with Yar's instinct for putting others' safety before her own, Picard uses his influence to have her transferred to his command. According to his own testimony, she never once lets him down.

Yar's first duty with the

Enterprise is the mission to **Farpoint Station**. Although young, and with a tendency to speak before she thinks, Yar demonstrates on this mission the qualities and skills that have earned Picard's confidence.

Duty fulfilled

Yar endured her childhood by obeying a fight-or-flight survival strategy. This strategy helps shape her style as a security chief; she is always quick to action. At the first hint of threat from the redoubtable **Q**, Yar sums up the *Enterprise's* options as: "fight, or try to escape." To Yar, surrender is unthinkable.

Yar is an expert tactician in the use of weapons and in hand-to-hand combat. Her extensive martial arts

★ Personal choice

Like many of her crewmates aboard the U.S.S. ENTERPRISE, Tasha is chosen personally by Captain Picard. After seeing her in action, he is impressed by the fact that she is not afraid to put the safety of others before her own. His faith is well placed; she soon proves to be an excellent security chief.

PROFILE ON TASHA YAR

NAME: Natasha Yar

RANK: Lieutenant

DATE OF BIRTH: 2337

PLACE OF BIRTH: Turkana IV, a failed United Federation of Planets colony

JOINED STARFLEET: 2352

ASSIGNED TO DUTY ABOARD THE U.S.S. ENTERPRISE: 2364

POSITION: Chief of Security

STATUS: Killed in the line of duty on Vagra II in 2364

FIRST SEEN: 'Encounter at Farpoint' [TNG]

LAST SEEN: 'Skin of Evil' [TNG]



▲ Tasha Yar is handpicked by Captain Jean-Luc Picard to be Chief of Security on the new flagship of the Federation. But within a year, the job costs this brave officer her life.

★ Good view

Tasha's position at the raised tactical station behind the captain's chair gives her a clear view over the entire bridge. The main viewscreen is in her direct line of sight, ensuring that she is aware of proceedings as they unfold.

★ Accurate aim

Tasha is a crack shot with firearms, as well as a skilled hand-to-hand fighter. This comes in useful when accuracy is important, such as when firing from enclosed spaces.



Tasha Yar: Security Officer

In the court of Q

Tasha's adventures with her new crewmates begin almost immediately, as she and her colleagues are kidnapped by Q en route to Farpoint Station. Put on trial for the crimes of humanity, Tasha is quick to point out the good in the human race and everything humanity has achieved. She is prepared to protect Starfleet's ideals as well its officers.

When a court officer discharges his automatic weapon in an attempt to intimidate the prisoners, Yar is quick to rise and disarm the guard. Her martial arts skills ensure that she has no problems in doing this; she has him trapped on the floor in four quick, fluid movements.



When Tasha first joins the U.S.S. ENTERPRISE crew, she can sometimes let her emotions boil over. She has enormous respect for Starfleet, and will not listen to Q's insults.



"I think you should know that there is no physical training anywhere that matches Starfleet, especially its security people."

— Tasha Yar to Yareena of Ligon II

training ensures that she is always ready to defend herself and others. Well versed in hand-to-hand combat from many worlds, Yar is often favored by her shipmates to win in martial arts competition: when there is concern about how she will stand up to **Lt. Minnerly's** kick-boxing abilities, the formidable **Worf** considers her victory a "sure thing."

Yar's motivation throughout her career in Starfleet is her deep and passionate commitment to justice. When a young crewmate, acting ensign **Wesley Crusher**, faces a death sentence for a seemingly trivial and wholly inadvertent transgression on **Rubicun III**,

Yar implores the **Edo** officials to consider the difference between laws and justice. She believes that it is people like Picard and her fellow Starfleet officers who have saved her from a world without justice.

Other qualities

It takes more than brawn and bravery to be a good security chief; the job also requires brains, a painstaking attention to detail, and an ability to work well with others. Yar routinely monitors sensors and works closely with the ship's sensor technicians to ensure that their equipment functions properly. She also spends time familiarizing herself with the customs and law enforcement practices of the worlds the *Enterprise* visits. She is

Impressive displays

Tasha knows how to get the best out of the facilities at her disposal. The holodeck provides the perfect opportunity for her and other security guards to practice defense techniques such as Aikido; the situation is realistic, but the safety protocols ensure she is in no real danger.



★ Women's work

The Ferengi are amazed at Tasha's role; women of their own race are not allowed to wear clothes, nor to talk to men other than their husbands and sons. They appear to be genuinely shocked by Starfleet's policy of sexual equality.

★ Quick response

When a friendly situation on **Rubicun III** begins to turn sour, Tasha is quick to reach for her phaser so that she can defend her crewmates before things deteriorate further.



a key away team specialist, securing areas for subsequent landing parties and mission forays. Both her captain and her crewmates rely on her judgment for their safety.

Yar also has a gentler side, one that complements, rather than contrasts with, her tough, dynamic exterior. Her quiet, sparkling sense of humor occasionally reveals itself on the bridge of the *Enterprise*. She also knows the value of friendship; she learns much from the people closest to her, and gives much in return. To her, duty is not limited to the functions outlined for a security chief. A job description is one thing but, as she

tells shipmate **Geordi La Forge** when he suffers from the effects of a variant of the **Psi 2000** virus, "helping is more important."

Sadly, Tasha dies before the end of her first year on the *Enterprise*. Since then, the crewmates she left behind have never forgotten their fallen comrade, a woman who thought nothing of risking her life on their behalf. They speak of her in reverent tones of respect, pride, and grief. In her farewell message, recorded before her death, Tasha Yar urges her friends and comrades to put aside their grief, look to their good memories, and never to forget that she died doing exactly what she chose to do.

SKIN OF EVIL

Death in the field

Anyone who chooses a career in Starfleet must be aware of the potential dangers, and those working in the security division are usually in the front line.

Many Starfleet security officers have been lost in the line of duty over the years. The dangers of the job are so inherent that, in a posthumous message Tasha recorded to be played after her death, she predicts that her job will cost her life; she expects to one day die in a Starfleet uniform. Yet she never lets this interfere with her duty, and never lets it make her afraid to face any threat. She considers a Starfleet career to be worth the price.



Sadly, many security officers lose their lives in the line of duty. Tasha Yar meets her end on **Vagra II**.

Hand Phasers: 2366

The handheld **type-2 phaser** is the first line of defense for most away team members, and its level of efficiency can mean the difference between life and death. The design, which constantly changes to provide the best defense necessary, is updated once again in 2366.

Starfleet phaser technology is improving all the time, providing better defense and better safety procedures with each new model, as well as simple design changes which are

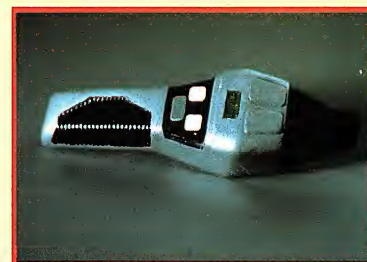
driven by fashion and ergonomics.

The new model of **type-2 phaser** introduced in 2366 varies only slightly from its immediate predecessor. The main changes are in the head section which, instead of the previous broad emitter

'mouth', now feature a streamlined, more pointed nose. Overall, the weapon is more angled, providing a better grip and therefore helping the accuracy of the aim. The power levels of the new-model phaser remain unchanged, with 16 settings

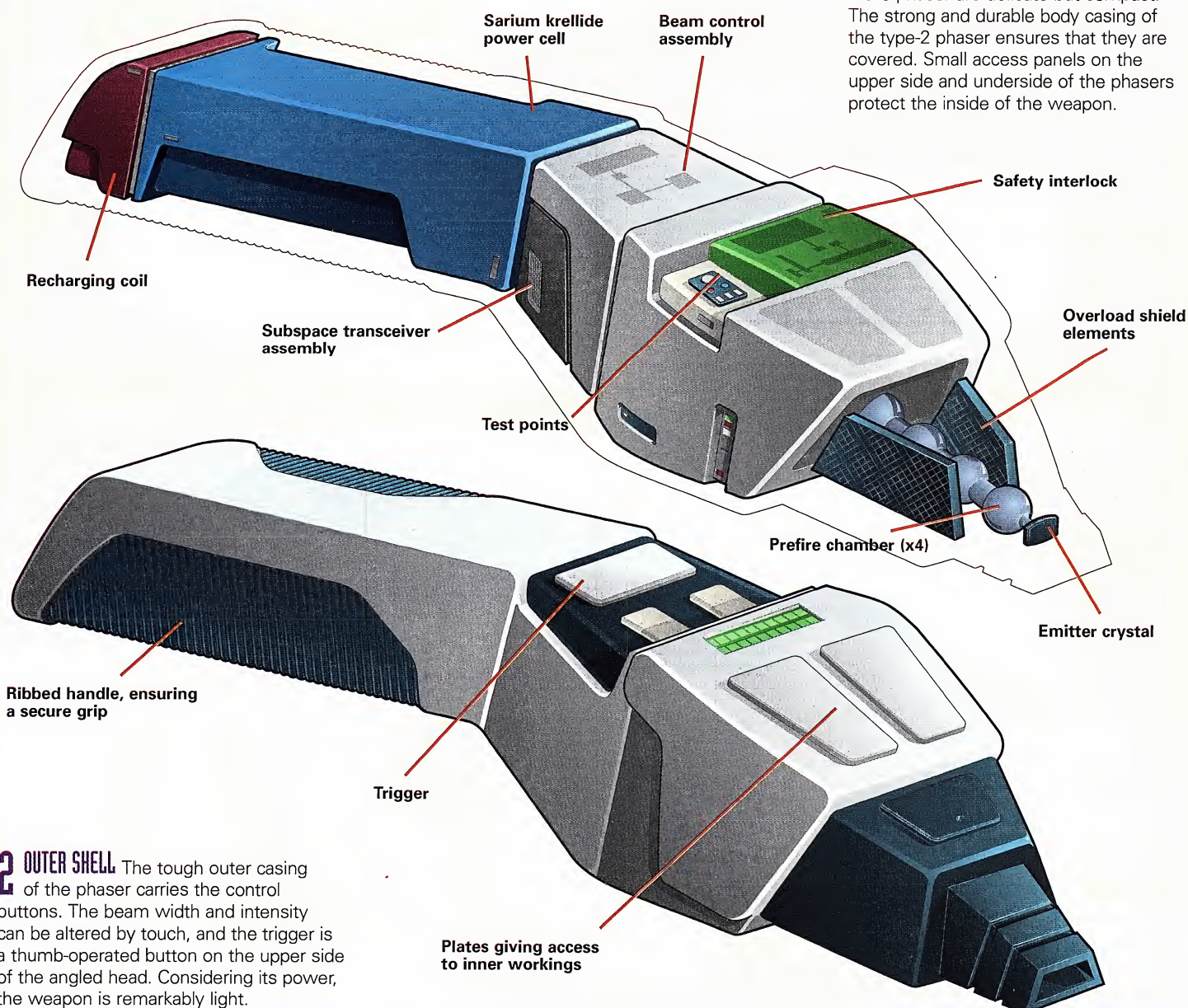
varying from the light stun of setting 1 to the explosive/disruptive effects of level 16.

Like the previous model, this type-2 phaser is not carried by personnel as part of their standard day-to-day duty equipment; it is



▲ The new-model hand phaser is a sleeker version of the old. Its angled head gives a more comfortable and secure grip.

TYPE-2 PHASER



1 INNER WORKINGS The inner workings of the phaser are delicate but compact. The strong and durable body casing of the type-2 phaser ensures that they are covered. Small access panels on the upper side and underside of the phasers protect the inside of the weapon.

2 OUTER SHELL The tough outer casing of the phaser carries the control buttons. The beam width and intensity can be altered by touch, and the trigger is a thumb-operated button on the upper side of the angled head. Considering its power, the weapon is remarkably light.

Hand Phasers: 2366

issued to members of away team missions for the duration of that mission, and for Alert conditions aboard starships. In either situation, the distribution of the phasers is overseen by the starship's security division.

Phasers are capable of high levels of destruction, but Starfleet is primarily a peaceful organization; weapons are issued to officers for defense, not attack. Carrying a

phaser may give a feeling of security to away team members making the first visit to a previously uncharted planet, but officers should always remember that shooting at the planet's native inhabitants is a last resort. Any shots fired should always be on the lowest setting possible: strong enough to dispel the danger, but weak enough to avoid causing undue harm.

The type-2 phaser is either held by the crew members, ready to fire immediately, or carried at the waist. When worn in this way the phaser faces downward, with its beam emitter pointing to the floor. The weapon can be 'drawn' and fired at a moment's notice.



TYPE-2 PHASER

Access panels on underside of phaser head as well as top

Ribbed grip area, covering one side of phaser only

Beam width control

Power level indicator (16 levels)

Beam intensity control

Handle section housing sarium krellide power cell

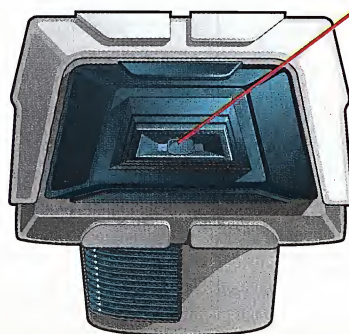
Main emitter

Section housing power conditioning block

Angled handle, affording added comfort

Beam emitter at front of phaser

NEW DESIGNS Starfleet has now moved away completely from the type-2 phaser designs of the 23rd century, which retained many traditional design elements from old-fashioned pistols that fired lead projectiles. As those weapons faded into the past, phasers are gradually taking on a distinctive look of their own.



No matter how sophisticated a weapon is, the tactics of using it are still important. By arranging themselves in a circle facing outward, an away team ensure that they are ready to face danger from any direction.





'The Masterpiece Society'

On a mission to observe a stellar core fragment, the *U.S.S. Enterprise NCC-1701-D* discovers a genetically engineered colony. After 200 years of isolation, every man, woman, and child has been bred to fulfill a special role.

CAPTAIN'S LOG STARDATE 45470.1

"The *U.S.S. ENTERPRISE* has been diverted to the Moab Sector to track a stellar core fragment of a disintegrated neutron star. Our science teams have been asked to monitor the planetary disruptions it could cause."

The crew of the *U.S.S. Enterprise NCC-1701-D* discover that a stellar core fragment, which they are monitoring, will pass dangerously close to a previously unknown colony, housed in a biosphere on **Moab IV**. Captain Picard contacts the colony's leader, **Aaron Conor**, and warns him about the situation, but Conor refuses to evacuate the colony and only reluctantly agrees to allow a delegation from the *Enterprise* to beam to the surface.

The colony has remained isolated for 200 years and the colonists have been selectively bred; each one of them serves a very specific function, and any changes could upset the delicate genetic balance. However, Conor accepts that something must be done.

Geordi begins working with one of the colony's scientists, **Hannah Bates**, and together they develop a plan to deflect the fragment using the *Enterprise's* tractor beam. While they work, **Troi** and Conor find that they are deeply attracted to one another.

Hannah and Geordi manage to deflect the fragment using technology based on Geordi's **VISOR**; on the surface, officers from the *Enterprise* reinforce the biosphere.

Seeking a new life

After the danger has apparently passed, Hannah reports that there are cracks in the biosphere. Geordi realizes that she is lying, and this is because she wants to leave the colony. Spending time on the *Enterprise* has convinced her that the colonists should rejoin the rest of the human race; she and a group of colonists request asylum on the **Federation** ship.

Removing so many people will make it impossible for the colony to continue its program of selective breeding. Conor pleads with Hannah, asking her to stay for six months and reconsider her decision, but she refuses. Captain Picard takes her and 23 other colonists away.

Before she leaves, Conor tells Troi that he will always love her, perhaps because of the imperfections that would have been impossible on his world.

ON SCREEN...



1 Aaron Conor, leader of the colony on Moab IV, does not want to evacuate. He is reluctant to receive an away team from the *U.S.S. ENTERPRISE*, but eventually agrees.



2 The away team beam down to find a colony that has been isolated for 200 years. The idyllic society is due to the success of careful selective breeding.



3 Everyone on Moab IV is bred to fill a specific role. From musicians to scientists, everyone plays their part in ensuring the society's success.



4 Geordi works with Hannah Bates, a Moab scientist, to find a way to deflect the stellar core fragment away from a collision and thus save the colony.



5 Using technology based on Geordi's **VISOR** and the *U.S.S. ENTERPRISE's* tractor beam, the stellar core fragment is deflected to safety. Moab IV is no longer in danger, but contact with the *ENTERPRISE* crew has introduced new problems.



6 Contact with people from outside Moab IV has convinced some of the colonists that it is time to reintegrate with the rest of the Galaxy. The colony may not be able to survive without them, but Hannah and the others are determined to leave.

STARSHIP FACTS

Geordi would never have been born on Moab IV. Geneticists would have detected the 'flaw' in his vision while he was a fetus, and aborted him.



'Conundrum'

When the crew of the *U.S.S. Enterprise NCC-1701-D* have their memories erased by an alien probe, **Captain Picard** must decide if mission orders recovered from the ship's computers provide him with enough moral context to wage war on a technologically primitive enemy.

CAPTAIN'S LOG

STARDATE 45494.2

"We are investigating a series of subspace signals which may indicate intelligent life in the Epsilon Solar System ... we are within sensor range."

The *U.S.S. Enterprise NCC-1701-D* attempts to hail a small ship with one life form aboard. The ship does not respond, then subjects the *Enterprise* to a high intensity scan; the computer goes down, and a bright green light penetrates the entire ship. Once it passes, the crew find that they have lost their memories, but it appears that the *Enterprise* has managed to destroy their attacker's vessel.

Geordi immediately sets about restoring control systems; a crew manifest from the computer includes a **Commander Keiran MacDuff**, listed as Executive Officer. The computer search also reveals they are part of the **United Federation of Planets**, currently at war with the **Lysian Alliance**. Determined to eradicate the Federation, the Lysians have developed an energy wave that severely disrupts both a starship's computer system and its crew's mental functions. The *Enterprise's* mission is to enter Lysian space and destroy their Central Command.

Mission questioned

The *Enterprise* crosses the Lysian border and easily destroys a Lysian warship which attacks them with a low-intensity disruptor beam; even the Lysian Central Command is protected only by primitive laser cannons, warheads and shields. When Picard refuses to fire on the defenseless station, MacDuff attempts to take control, but **Worf** and **Riker** stun him with their phasers.

Once **Dr. Crusher** has worked out a way to restore the crew's memory, the Lysians tell them that the **Satarrans**, a race with whom they have been at war for decades, managed to alter the crew's brain chemistry and manipulate the ship's computers in order to obscure the sudden appearance of 'MacDuff', a Satarran. 'MacDuff' needed the *Enterprise's* technologically advanced photon torpedoes to deliver a devastating blow to the Lysian Empire. An apologetic Picard expresses his deepest regret over his destruction of the Lysian ship.

STARSHIP FACTS

Worf at first assumes that he is the captain of the *U.S.S. Enterprise*. When he learns that Picard is the commanding officer, he apologizes, saying: "I assumed an attitude of authority that was ... unwarranted."

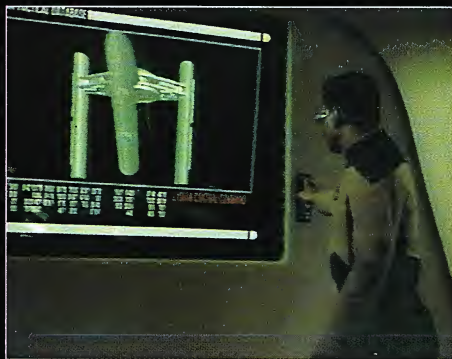
ON SCREEN...



1 The *U.S.S. ENTERPRISE* comes across a mysterious ship floating in space. It does not respond to their hails, and then probes the ship with a sweeping wave of bright green energy.



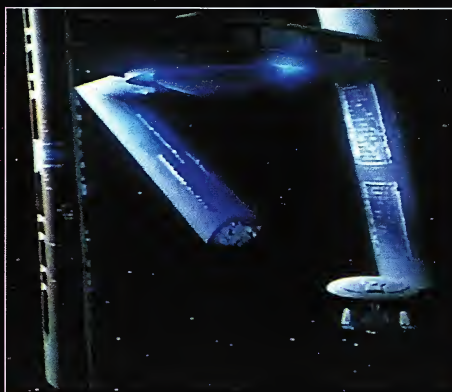
2 When the wave has passed, the crew have lost their memories but have gained a new crew member. They have no idea that 'Commander Keiran MacDuff' is an interloper.



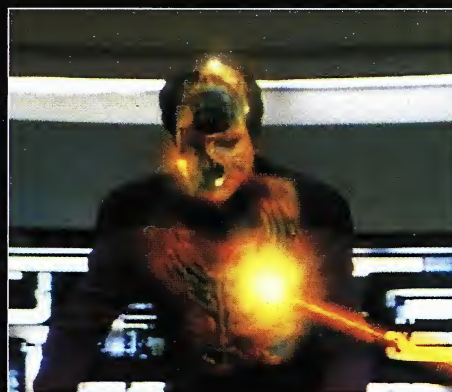
3 The ship's data banks contain information on their mission. The Federation is at war with the Lysians, and the *ENTERPRISE* is to destroy the Lysian Central Command.



4 Dr. Crusher thinks she may have developed a cure for the crew's amnesia. MacDuff volunteers to test it out, and then pretends that the procedure causes him great pain.



5 The *ENTERPRISE* approaches the Lysian Central Command, but the crew are having doubts about their mission. The Lysians' defenses are nowhere near capable of withstanding an attack; the fight seems very one-sided and unfair.



6 The peaceful nature of the Starfleet officers wins through; they realize things are not as they should be. The Satarran impostor, determined to destroy the Lysians, tries to take control of the weapons, but is stopped by a phaser blast.



FILE 70 STAR TREK: DEEP SPACE NINE

'The Jem'Hadar'

On a journey to the Gamma Quadrant, Commander Sisko and Quark are kidnapped by the Jem'Hadar, the feared soldiers of the Dominion. Eris, their fellow captive, seems to know all about these vicious warriors — but is she all that she seems?

'THE JEM'HADAR'

"I'm here to inform you that your Commander has been detained for questioning by the Dominion. Sisko will serve as an example to anyone who interferes with the Dominion. Unless you wish to offend us, I suggest you stay on your side of the Galaxy."

— Jem'Hadar warrior

Commander Benjamin Sisko finds his son's science project study of **Bajoran katterpods** rather pedestrian, and instead offers Jake the chance to travel through the wormhole to the **Gamma Quadrant**, where he can conduct a planetary survey. Jake eagerly agrees.

Before Sisko departs, **Major Kira** suggests that while he is in the Gamma Quadrant, he might like to view **New Bajor's** impressive irrigation system. The commander doubts he'll have the opportunity this trip, as he wants to spend time alone with Jake. He also regrets he'll be absent for the return of **Starfleet Captain Keogh** and his ship, the **U.S.S. Odyssey**.

Jake tells his father that **Nog** has agreed to be his science partner for the planetary survey, and will therefore be accompanying them to the Gamma Quadrant. Sisko is not pleased, but assents when Jake convinces him Nog is in danger of failing the course.

Flying into danger

As Sisko, Jake, and Nog board the **Runabout Rio Grande**, Quark arrives with his baggage; he will be joining them in order to look out for his nephew.

After passing through the wormhole, the **Runabout** lands on a leafy planet. Quark, ill at ease amid nature, makes such a fuss at dinner that an embarrassed Nog rushes off into the night. Jake goes off to look for him, leaving Quark and Sisko alone to bicker.

Suddenly a woman emerges from the clearing: she fires a burst of telekinetic energy from her neck, knocking Sisko to the ground. She then asks Quark: "How many **Jem'Hadar** are there?" Sisko and Quark manage to convince the woman they don't know what she's talking about, but when she tries to flee, her path is blocked by a group of warriors who seemingly materialize from nowhere; they are the Jem'Hadar.

The Jem'Hadar place Sisko, Quark and the woman, who tells them her name is **Eris**, in an underground containment field. Eris tells Sisko the Jem'Hadar are lethal warriors who work for the **Dominion**; her behavior indicates that she has been running from these people for a while. The Jem'Hadar have attached a telekinetic suppressor to Eris's neck, preventing her from destroying their security barriers.

ON SCREEN...



1 Jake Sisko is delighted when his father suggests they travel to the Gamma Quadrant so that he can carry out a planetary survey for his science project.



2 Jake invites his friend, Nog, along. Ben's hopes for a quiet time alone with his son soon disappear, especially when Nog's Uncle Quark insists on joining them.



3 Quark is more used to the comforts of civilization than camping in the wild. The Ferengi have little time for nature; it has no value to be exploited.



4 Quark's constant complaints embarrass Nog so much that the young Ferengi runs off into the forest. Jake runs after him, leaving Ben and Quark alone together.



5 Suddenly, a frightened young woman approaches Ben and Quark. She seems to be frightened of the 'Jem'Hadar', but the men have no idea who these people are.



6 Just as quickly, gun-wielding aliens appear. They are Jem'Hadar, from whom the woman was running; they take all three prisoner.



'The Jem'Hadar'

Quark's incessant pleading finally brings out one of the Jem'Hadar. Sisko asks him why he's being held prisoner, and is told simply that: "the **Founders** do not want you released." The Jem'Hadar soldier claims that the Founders created the Dominion; they will no longer stand by and allow ships from the **Alpha Quadrant** to violate their space. He says they gain more knowledge about the Alpha Quadrant every day, and now they have Sisko to help them learn more.

Jake and Nog locate Sisko and Quark with the aid of a **tricorder** but, knowing there is little they can do alone, the two boys beam back to the *Runabout*. With difficulty, they activate the *Rio Grande's* autopilot.

An attack is launched

A Jem'Hadar ship passes through the wormhole, ignoring all hails from **Deep Space Nine**. One of the Jem'Hadar then beams into Ops; **O'Brien** immediately places him in a containment field. After announcing Sisko's capture, the Jem'Hadar effortlessly steps through the field in order to present Kira with a manifest from New Bajor: the Jem'Hadar have destroyed the settlement in order to protect their side of the wormhole. The Jem'Hadar soldier then beams out of **Deep Space Nine**; O'Brien is unable to maintain a lock on his ship.

When the *U.S.S. Odyssey* arrives at the station, Captain Keogh informs Kira that Starfleet has ordered all traffic through the wormhole to cease until the *Odyssey* can evaluate the Jem'Hadar threat. **Dax** insists she and the others help Keogh to rescue Sisko; O'Brien fits the remaining *Runabouts* with extra banks of **photon torpedoes**.

Just as Jake makes a tentative attempt to manually fly the *Rio Grande*, he and Nog witness the *Odyssey* and two *Runabouts* passing through the wormhole. Much to the boys' relief, O'Brien beams aboard and takes over piloting duties. He brings the *Runabout* back down to pick up Sisko and Quark.

Quark finally manages to break Eris's suppressor. She telepathically knocks out the security ring, then Sisko manages to overpower a Jem'Hadar guard. The three prisoners make good their escape, and are beamed onto the *Rio Grande* by O'Brien.

As Jem'Hadar vessels approach the *Odyssey*, Captain Keogh instructs the two *Runabouts* to adopt **Attack Pattern Delta**. With Sisko's party safely rescued, all four Starfleet vessels head for the wormhole. A Jem'Hadar ship makes a suicide run into the *Odyssey*, instantly exploding both craft, but the *Runabouts* make it through.

Safely back on **Deep Space Nine**, Quark

tells Sisko that Eris's collar was simply a complicated locking device – she could have freed herself using her telekinetic abilities at any time. Sisko confronts Eris with the accusation that the Jem'Hadar wanted them to escape, so she could be brought back to spy on the **Federation**. Although Eris denies

being one of the Dominion Founders, she does warn Sisko that he has no idea what has begun; she then beams off the station. The commander grimly concludes that if the Dominion comes through the wormhole, the first battle will be fought at **Deep Space Nine**. He intends to be ready for them.

ON SCREEN...



7 While held prisoner, Eris tells Sisko and Quark what she knows about the Dominion; she seems to know quite a lot. She claims that the mysterious 'Founders' who run it do not exist, but the Jem'Hadar captor insists that they do.



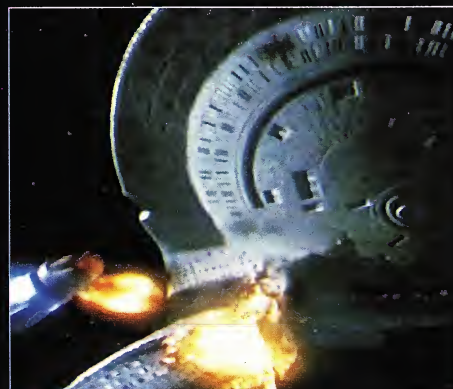
8 The Jem'Hadar have fitted Eris with a collar that prevents her from using her telepathic abilities. Quark tries to use his skills to remove it, so that she can help them to escape. It is tricky, but he eventually succeeds.



9 On **DEEP SPACE NINE**, Captain Keogh and the *U.S.S. ODYSSEY* have been ordered to assess the Jem'Hadar threat. He and two station **RUNABOUTS** launch a rescue attempt through the wormhole.



10 As soon as it is through the wormhole, the *U.S.S. ODYSSEY* is attacked by Jem'Hadar warships. In a team of three, these small but deadly ships launch an unrelenting attack on the much larger **GALAXY-class** starship.



11 The *ODYSSEY* is destroyed when a Jem'Hadar ship makes a suicide run into its deflector dish. The smaller **RUNABOUTS** are able to rescue Sisko and Quark; they escape back to the safety of the **Alpha Quadrant**.



12 Back on **DEEP SPACE NINE**, Sisko accuses Eris of being a Dominion spy; she could have removed the collar and escaped at any time. As she beams off the station, she warns them that they don't know what they've begun.

STARSHIP FACTS

Quark wants to sell 'collectables' on **Deep Space Nine's** monitors: these include Andorian jewelry, Vulcan **IDIC** pins, and Bolian crystal-steel.

The Ferengi have been trying to open trade negotiations with the Dominion for over a year.



D continued

Dano, Kal After developing the **Tox Uthar**, capable of stopping all nuclear reaction within a star, this 27th-century scientist hid the device 400 years in the past to prevent it being used as a weapon. (*Starship Log*: 'Captain's Holiday' [TNG]) **SEE FILES 6, 69**

Danula II A **Starfleet Academy** athletic competition was held here in 2323. The young **Jean-Luc Picard** won the marathon event; he was the only freshman ever to do so. (*Starship Log*: 'The Best of Both Worlds', Part II [TNG]) **SEE FILES 43, 69**

Dar, Caithlin This **Romulan** diplomat abandoned her posting to **Paradise City** on **Nimbus III** to accompany **Sybok** on his crusade to locate the mythological planet **Sha Ka Ree**. (*Starship Log*: *Star Trek V: The Final Frontier*) **SEE FILES 4, 12, 76**

Dara Daughter of **Kaelon** scientist **Timicin**. In 2367, Dara implored her elderly father to finish the **Resolution** ritual on **Kaelon II** which would end his life. (*Starship Log*: 'Half a Life' [TNG]) **SEE FILES 18, 69**

Daran V In 2268, the **U.S.S. Enterprise NCC-1701** saved the population of **Daran V** from possible extinction by diverting the mammoth asteroid ship **Yonada** from colliding with the planet. (*Starship Log*: 'For the World is Hollow and I Have Touched the Sky' [TOS]) **SEE FILES 40, 68**

Daras Member of the underground resistance on **Ekos**, the planet remodeled on Nazi Germany by **Federation** cultural observer **John Gill**. In 2268, posing as a government sympathizer, Daras feigned betraying her father to the authorities. (*Starship Log*: 'Patterns of Force' [TOS]) **SEE FILES 18, 68**

Neela Daren was a keen musician, and often took part in musical recitals.

Daren, Neela Director of **Stellar Cartography** aboard the **U.S.S. Enterprise NCC-1701-D**. Daren became romantically involved with **Captain Picard** in 2369, but when their relationship compromised his command, they parted, and Daren transferred off the ship. (*Starship Log*: 'Lessons' [TNG]) **SEE FILES 25, 43, 69**



Darhe'el, Gul Commandant at the **Cardassian** forced labor camp, **Gallitep**. Darhe'el was called 'The Butcher of Gallitep' for his barbaric rule, which resulted in the deaths of thousands of **Bajoran** prisoners. (*Starship Log*: 'Duet' [DS9]) **SEE FILES 50, 70**



Following the death of the real **Gul Darhe'el**, **Armin Marritza** had himself surgically altered to resemble the war criminal. Marritza believed the atrocities his people committed should never be forgotten.

Darmok Legendary hunter common to several cultures, including the **Children of Tama**. **SEE FILE 69**

'Darmok and Jalad at Tanagra' Darmok, a hunter, and his companion, Jalad, achieve mutual understanding through a shared adventure. The phrase is used colloquially by the **Tamaricans** to refer to any such experience or insight. (*Starship Log*: 'Darmok' [TNG]) **SEE FILE 69**

Darnay's disease Often terminal affliction that causes a breakdown in its victims' nervous system and cerebral functions. **Dr. Ira Graves** succumbed to its effects in 2365. (*Starship Log*: 'The Schizoid Man' [TNG]) **SEE FILE 69**

Darnell, Crewman A member of the security detail aboard the **U.S.S. Enterprise NCC-1701**. He was killed in the line of duty in 2266. (*Starship Log*: 'The Man Trap' [TOS]) **SEE FILES 20, 68**

Daro, Glinn Member of **Gul Macet's** staff who accompanied his superior onto the **U.S.S. Enterprise NCC-1701-D** during its 2367 hunt for the insurgent **U.S.S. Phoenix**. (*Starship Log*: 'The Wounded' [TNG]) **SEE FILES 50, 69**

Darod This **Alsaurian** trader and shopkeeper helped **Janeway** rescue **Torres** and **Tuvok** from the **Mokra** authorities after they were taken prisoner in 2372. (*Starship Log*: 'Resistance' [VOY]) **SEE FILES 18, 71**

Darseks Klingon unit of currency, used on **Maranga IV**. (*Starship Log*: 'Firstborn' [TNG]) **SEE FILES 11, 69**

Darson, Captain Commander of the **U.S.S. Adelphi**; he perished during a calamitous encounter with the **Ghorusdians**. A **Starfleet** inquiry found Darson partially responsible for the debacle, including the deaths of 47 people. (*Starship Log*: 'Tin Man' [TNG]) **SEE FILES 19, 31, 69**

dart board The target in the game of darts, a traditional bar sport popular with **Chief Miles O'Brien** and **Dr. Julian Bashir** of **Deep Space Nine**. (*Starship Log*: 'Family Business' [DS9]) **SEE FILES 7, 43, 70**

Darthen Neutral city that hosted the 2369 peace parlay during the unrelenting wars on **Rekag-Seronia**. (*Starship Log*: 'Man of the People' [TNG]) **SEE FILE 69**

Dano, Kal
Danula II
Dar, Caithlin
Dara
Daran V
Daras
Daren, Neela
Darhe'el, Gul
Darmok
'Darmok and Jalad at Tanagra'
Darnay's disease
Darnell, Crewman
Daro, Glinn
Darod
Darseks
Darson, Captain
dart board
Darthen
darts
Darvin, Arne
Darwin, Frank
Darwin Genetic Research Station
Data
data clip
data stream protocols
Dathon
Davenport, Lucille
Davies, Ensign
Davilla, Carmen
daVinci Falls
Davis, Ensign
Davlos III
Dawn Zephyr
Dax, Crewman



The **U.S.S. ENTERPRISE's** Crewman **Darnell** lost his life to the salt-consuming monster of **Planet M-113**.



The visiting **Glenn Daro** enjoyed a drink in the **U.S.S. ENTERPRISE NCC-1701-D's** **Ten-Forward** lounge.



darts A barroom game in which slender, pointed missiles are thrown at a board on a wall. **Dr. Bashir** and **Chief O'Brien** often played the game in **Quark's** establishment on **Deep Space Nine**. (*Starship Log: 'Doctor Bashir, I Presume?'* [DS9]) **SEE FILES 7, 43, 70**



◀ **Klingon agent Arne Darvin** tried to sabotage the Federation's attempts to develop **Sherman's Planet**.

Darvin, Arne Klingon agent, altered to look human. In 2267, his attempt to derail Federation development of **Sherman's Planet** by poisoning grain was thwarted by **Captain James Kirk**. 106 years later, Darvin tried to alter history using an explosive tribble, but was prevented from doing so by **Deep Space Nine** personnel. (*Starship Log: 'The Trouble With Tribbles'* [TOS], 'Trials and Tribble-ations' [DS9]) **SEE FILES 18, 48, 68, 70**

Darwin, Frank Engineering crewman aboard the **U.S.S. Voyager**. Darwin was murdered with a coil spanner by fellow crewman **Lon Suder** in 2372 because Suder didn't like the way Darwin looked at him. (*Starship Log: 'Meld'* [VOY]) **SEE FILES 29, 43, 71**

Darwin Genetic Research Station United Federation of Planets research facility on **Gagarin IV**, where a human immune-system project resulted in the development of lethal mutant antibodies. (*Starship Log: 'Unnatural Selection'* [TNG]) **SEE FILES 7, 69**

▶ **More than three decades after Data entered Starfleet Academy, he was still the only android to have served in the organization.**

Data Android serving aboard the **U.S.S. Enterprise NCC-1701-D**, noted for his ongoing attempt to emulate humans. Activated in 2335, he is a graduate of **Starfleet Academy**, and was granted full civil rights in a landmark case in 2365. (*Starship Log: 'Encounter at Farpoint'* [TNG]) **SEE FILES 43, 55, 69, 78, 79**



data clip A compact and portable device used for the storage, duplication or transportation of data files and other computer-accessed information. (*Starship Log: 'Cardassians'* [DS9]) **SEE FILE 70**

data stream protocols Coded commands and procedures that regulate various computerized systems. The data stream protocols of the **U.S.S. Voyager's** EMH were modified in 2371 to allow the **Doctor** to appear outside of sickbay in other holographic environments. (*Starship Log: 'Heroes and Demons'* [VOY]) **SEE FILES 29, 43, 56, 71**

Dathon Commander of a **Tamarian** starship. His heroic crusade revealed to **Picard**, and the **Federation**, that his native language

▶ **The complex language of the Children of Tama could not be penetrated by the universal translator until Dathon's efforts taught his people and the Federation how to communicate.**

consisted entirely of metaphor, although the effort cost him his life. (*Starship Log: 'Darmok'* [TNG]) **SEE FILES 18, 40, 69**



Davenport, Lucille A holocharacter played by **U.S.S. Voyager's** **Captain Janeway**. Lucille is governess to the children of **Lord Burleigh** in a scenario modeled on the gothic novels of 19th century England. (*Starship Log: 'Cathexis'* [VOY]) **SEE FILES 29, 43, 56, 71**

Davies, Ensign Starfleet geologist assigned to the **U.S.S. Enterprise NCC-1701-D**. In 2365, Davies' assistance to **Wesley Crusher** during the supervision of a geological survey threatened young Crusher's poise and self-assurance. (*Starship Log: 'Pen Pals'* [TNG]) **SEE FILES 25, 69**



▶ **Carmen Davila was one of the many victims of the Crystalline Entity, which attacked colonies such as Melonia IV and left only barren wasteland in its wake.**

Davila, Carmen Starfleet engineer, and friend of **Commander Will Riker**. Davila had only just arrived at the **Melonia IV** colony when she was killed during an attack by the **Crystalline Entity** in 2368. (*Starship Log: 'Datalore'* [TNG]) **SEE FILES 5, 69**

daVinci Falls Towering waterfall on **Blue Horizon**, created by terraformer **Gideon Seyetik**. He considered the falls to be the planet's crowning glory. (*Starship Log: 'Second Sight'* [DS9]) **SEE FILES 3, 70**

Davis, Ensign Engineer serving aboard the **U.S.S. Enterprise NCC-1701-D**. In 2368, Davis was on duty during an antimatter core containment failure which killed **Ensign Keller**. (*Starship Log: 'Violations'* [TNG]) **SEE FILES 25, 69**

Davlos III Planet bordering the **Klingon Empire**, with which **Davlos** does most of its interstellar trade. A device manufactured there helped **Odo** to uncover three Klingon operatives on **Deep Space Nine** in 2371. (*Starship Log: 'Visionary'* [DS9]) **SEE FILES 3, 70**

Dawn Zephyr **SEE Erosene winds**

Dax, Crewman Crew member serving on the **U.S.S. Enterprise NCC-1701-A** who was falsely implicated in **Chancellor Gorkon's** assassination. Despite his name, he was not known to be a host to the **Trill** symbiont Dax. (*Starship Log: Star Trek VI: The Undiscovered Country*) **SEE FILES 22, 76**